FSD3661 Rangaistuksen ja perustelujen vaikutus vastavuoroisuuteen luot-tamuspelissä 2016

FSD3661 Effect of Punishment and Justification Treatments on Contributions in a Trust Game Experiment 2016

Tämä dokumentti on osa yllä mainittua Yhteiskuntatieteelliseen tietoarkistoon arkistoitua tutkimusaineistoa.

Dokumenttia hyödyntävien tulee viitata siihen asianmukaisesti lähdeviitteellä.

This document forms a part of the above mentioned dataset, archived at the Finnish Social Science Data Archive.

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INSTRUCTIONS [Common to all]

Welcome to the decision-making experiment!

All participants will receive a participatory reward of 3 euros. These instructions will explain how you can earn more money from the experiment.

Each participant has been randomly assigned a computer to use in the experiment room. The choices made by the participants are transmitted to other participants via the computer screens. All messaging unrelated to the experiment is forbidden.

You will remain anonymous during the experiment. The results of the experiment will be analyzed on the aggregate level and no choices any participant makes will be connected back to them. The identities of all participants will be withheld from everyone except the organizers of the experiment.

At the start of the experiment we will read through the instructions together, after which you will get the chance to familiarize yourself with them independently. You will start with three practice tasks. The experiment will begin after all participants have answered correctly to the practice questions.

You are not to discuss with other participants during the experiment. Each participant will make their decisions independently. If you have any questions, please raise your hand. The organizer of the experiment will come see you personally and answer any questions you may have.

Please close your mobile phone for the duration of the experiment.

The experiment [Baseline]

At the start of the experiment each participant will be randomly assigned to either the role of sender or responder. All participants will have a chance to familiarize themselves with both role's instructions. Your role will be randomly assigned during the first round and it will remain the same throughout the experiment. The experiment consists of six rounds. Your reward will be paid based on one randomly selected round. The reward round will be chosen with a roll of a six-sided dice.

In the beginning of each round the participants will be randomly put into groups of three. The groups will change on each round of the experiment, meaning that you will never be in the same group as in earlier rounds.

You will not be given the identity of your group members during or after the experiment.

Each group will consist of three people, two of whom will be senders and one a responder. All rounds of the experiment consist of three stages. The senders will make their decision in the first stage and the responder in the second.

The decisions that you will make during the experiment are about sending points. The points will be converted into rewards so that 2 points = 1 euro.

Stage 1. Only the sender will make a decision

Instructions to the sender

In the first stage of the round each member of the group is given 12 points. It is your job to decide how many points you want to send to the responder. You are free to choose any sum between 0 and 12 points. The other sender in your group will make the same decision.

The points you send to the responder are multiplied by three, meaning that per each point you send the responder will receive three.

Example 1: Sender A sends the responder three (3) points and sender B sends two (2) points. The responder will receive a total of $3 \times 3 + 3 \times 2 = 15$ points.

After the first stage sender A is left with nine (9) points and sender B is left with ten (10) points.

Example 2: Sender A sends the responder four (4) points and sender B send one (1) point. The responder gets a total of $3 \times 4 + 3 \times 1 = 15$ points. After the first stage sender A is left with eight (8) and sender B with eleven (11) points.

Stage 2. Only the responder makes a decision

Instructions to the responder

You have at your disposal the 12 points you were given in the first stage and any points you might have gotten from the senders. In the second stage of the round it is your job to decide how many points you want to send to sender A, how many to sender B and how many you want to keep for yourself.

After you make the decision each group member will be given information about all decisions that were made in stages 1 and 2 by each participant.

Stage 3

All members of the group are given 12 more points in stage three. At the end of stage 3 the total points earned during the whole round will be shown to all group members.

How total points are determined in each round

Both *senders* reward consists of the points the sender kept in the 1st stage, points he or she might have received from the responder in the 2nd stage and the 12 points given in the 3rd stage.

The responder's reward consists of the points he or she kept in the 2nd stage and the points he or she was given in the 3rd stage.

These reward sums will be revealed at the end of each round. To speed up reward payment please write down your rewards (in points and euros) at the end of each round to the sheet provided at your seat.

New round

After the third stage a new round begins, and all participants will be randomly divided into new groups of three. The roles of the participants will remain the same in each round.

The experiment is 6 rounds long. After the experiment the participants will answer a questionnaire about the experiment. After all participants are finished, they will be individually asked to leave the room to claim their reward. The reward is paid based on the result of one, randomly selected round of the experiment. The reward round will be chosen with the roll of a six-sided dice.

The experiment [Punishment]

At the start of the experiment each participant will be randomly assigned to either the role of sender or responder. All participants will have a chance to familiarize themselves with both role's instructions. Your role will be randomly assigned during the first round and it will remain the same throughout the experiment. The experiment consists of six rounds. Your reward will be paid based on one randomly selected round. The reward round will be chosen with a roll of a six-sided dice.

In the beginning of each round the participants will be randomly put into groups of three. The groups will change on each round of the experiment, meaning that you will never be in the same group as in earlier rounds.

You will not be given the identity of your group members during or after the experiment.

Each group will consist of three people, two of whom will be senders and one a responder. All rounds of the experiment consist of three stages. The senders will make their decision in the first stage and the responder in the second.

The decisions that you will make during the experiment are about sending points. The points will be converted into rewards so that 2 points = 1 euro.

Stage 1. Only the sender will make a decision

Instructions to the sender

In the first stage of the round each member of the group is given 12 points. It is your job to decide how many points you want to send to the responder. You are free to choose any sum between 0 and 12 points. The other sender in your group will make the same decision.

The points you send to the responder are multiplied by three, meaning that per each point you send the responder will receive three.

Example 1: Sender A sends the responder three (3) points and sender B sends two (2) points. The responder will receive a total of $3 \times 3 + 3 \times 2 = 15$ points.

After the first stage sender A is left with nine (9) points and sender B is left with ten (10) points.

Example 2: Sender A sends the responder four (4) points and sender B send one (1) point. The responder gets a total of $3 \times 4 + 3 \times 1 = 15$ points. After the first stage sender A is left with eight (8) and sender B with eleven (11) points.

Stage 2. Only the responder makes a decision

Instructions to the responder

At your disposal you have 12 points from the first round and any points the senders might have sent you. In this second stage it is your job to decide how many points you want to send to sender A, how many points to sender B and how many you want to keep for yourself. Justify your decisions to both senders. Please write your justification to the assigned field on your computer screen.

After you make the decision each group member will be given information about all decisions that were made in stages 1 and 2 by each participant and your justifications will be shown to both senders.

Stage 3

All members of the group are given 12 more points in stage three.

Instructions to the sender

If you want, you can now reduce the responder's points. You can choose however many points you would like to reduce from the responder between 0 and 12 points. Any points left unused will be added to your total earnings from the round.

For each point you use three will be reduced from the responder until he or she is down to 0 points. (The responder's points will always total at least 0 points after reductions).

At the end of stage 3 all points collected during the round will be shown to all group members.

How total points are determined in each round

Both *senders* reward consists of the points the sender kept in the 1st stage, points he or she might have received from the responder in the 2nd stage and the 12 points given in the 3rd stage, minus any points the sender used to reduce points from the responder.

The responder's reward consists of the points he or she kept in the 2nd stage and the 12 points he or she was given in the 3rd stage, of which any minus points sent by the sender will be reduced.

These reward sums will be revealed at the end of each round. To speed up reward payment please write down your rewards (in points and euros) at the end of each round to the sheet provided at your seat.

New round

After the third stage a new round begins, and all participants will be randomly divided into new groups of three. The roles of the participants will remain the same in each round.

The experiment is 6 rounds long. After the experiment the participants will answer a questionnaire about the experiment. After all participants are finished, they will be individually asked to leave the room to claim their reward. The reward is paid based on the result of one, randomly selected round of the experiment. The reward round will be chosen with the roll of a six-sided dice.

The experiment [Justification]

At the start of the experiment each participant will be randomly assigned to either the role of sender or responder. All participants will have a chance to familiarize themselves with both role's instructions. Your role will be randomly assigned during the first round and it will remain the same throughout the experiment. The experiment consists of six rounds. Your reward will be paid based on one randomly selected round. The reward round will be chosen with a roll of a six-sided dice.

In the beginning of each round the participants will be randomly put into groups of three. The groups will change on each round of the experiment, meaning that you will never be in the same group as in earlier rounds.

You will not be given the identity of your group members during or after the experiment.

Each group will consist of three people, two of whom will be senders and one a responder. All rounds of the experiment consist of three stages. The senders will make their decision in the first stage and the responder in the second.

The decisions that you will make during the experiment are about sending points. The points will be converted into rewards so that 2 points = 1 euro.

Stage 1. Only the sender will make a decision

Instructions to the sender

In the first stage of the round each member of the group is given 12 points. It is your job to decide how many points you want to send to the responder. You are free to choose any sum between 0 and 12 points. The other sender in your group will make the same decision.

The points you send to the responder are multiplied by three, meaning that per each point you send the responder will receive three.

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Stage 2. Only the responder makes a decision

Instructions to the responder

At your disposal you have 12 points from the first round and any points the senders might have sent you. In this second stage it is your job to decide how many points you want to send to sender A, how many points to sender B and how many you want to keep for yourself. Justify your decisions to both senders. Please write your justification to the assigned field on your computer screen.

After you make the decision each group member will be given information about all decisions that were made in stages 1 and 2 by each participant and your justifications will be shown to both senders.

Stage 3

All members of the group are given 12 more points in stage three. At the end of stage 3 the total points earned during the whole round will be shown to all group members.

How total points are determined in each round

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The responder's reward consists of the points he or she kept in the 2nd stage and the 12 points he or she was given in the 3rd stage.

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The experiment is 6 rounds long. After the experiment the participants will answer a questionnaire about the experiment. After all participants are finished, they will be

individually asked to leave the room to claim their reward. The reward is paid based on the result of one, randomly selected round of the experiment. The reward round will be chosen with the roll of a six-sided dice.

The experiment [Punishment and Justification]

At the start of the experiment each participant will be randomly assigned to either the role of sender or responder. All participants will have a chance to familiarize themselves with both role's instructions. Your role will be randomly assigned during the first round and it will remain the same throughout the experiment. The experiment consists of six rounds. Your reward will be paid based on one randomly selected round. The reward round will be chosen with a roll of a six-sided dice.

In the beginning of each round the participants will be randomly put into groups of three. The groups will change on each round of the experiment, meaning that you will never be in the same group as in earlier rounds.

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The decisions that you will make during the experiment are about sending points. The points will be converted into rewards so that 2 points = 1 euro.

Stage 1. Only the sender will make a decision

Instructions to the sender

In the first stage of the round each member of the group is given 12 points. It is your job to decide how many points you want to send to the responder. You are free to choose any sum between 0 and 12 points. The other sender in your group will make the same decision.

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Stage 2. Only the responder makes a decision

Instructions to the responder

At your disposal you have 12 points from the first round and any points the senders might have sent you. In this second stage it is your job to decide how many points you want to send to sender A, how many points to sender B and how many you want to keep for yourself. Justify your decisions to both senders. Please write your justification to the assigned field on your computer screen.

After you make the decision each group member will be given information about all decisions that were made in stages 1 and 2 by each participant and your justifications will be shown to both senders.

Stage 3

All members of the group are given 12 more points in stage three.

Instructions to the sender

If you want, you can now reduce the responder's points. You can choose however many points you would like to reduce from the responder between 0 and 12 points. Any points left unused will be added to your total earnings from the round.

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result of one, randomly selected round of the experiment. The reward round will be chosen with the roll of a six-sided dice.

Codebook [Accountability]

Basic info about the data:

Laboratory experiment of a three-person Trust Game (investment game) with punishment and justification treatments, 2x2 factorial design. The game involved two senders and one responder. The experiment was designed to analyze the extent to which different accountability mechanisms increase contributions in a trust game.

The experiment followed a 2 (opportunity to punish) × 2 (requirement of justification) factorial design. In *Baseline*, the three-person trust game was played without punishment possibilities or justification requirements. In *Punishment*, the senders could use the extra points received in the third stage to punish the responder. Punishment was costly, and one point used for punishment decreased the responder's earnings by three points for that round (responder's earnings could go down to zero).

In *Justification*, responders were asked to write a free-form justification for their decision in an open space. The justification data (written answers in Finnish) available on request from the researchers. In *Justification + Punishment*, the responder was asked to write a justification for his or her decision. The senders had an opportunity to punish the responder after the responder's allocation decision and the corresponding justification were revealed.

In all conditions senders were aware of these mechanisms when making their initial decisions implying that senders could anticipate the potential effect of the accountability mechanisms on responder behavior. The senders were randomly assigned to a new three-person game on each round (no reputational effects regarding sender or responder behavior in data).

Participants mainly doctoral, undergraduate and bachelor students from the University of Turku (n=144), different faculties/departments (language studies, communication, business, medicine, social sciences and natural sciences).

Aggregated over all four treatment conditions s and six rounds, we observed a total of 432 individual plays of the three-player trust game and a total of 864 sender decisions ($n = 144$, or 36 senders per treatment, each making 6 decisions). The average amount of points sent was 5.70 in *Baseline,* 6.20 in *Punishment*, 6.89 in *Justification*, and 7.33 in *Justification + Punishment*.

Variables in data Accountability:

ID: Running ID number

Period: Period of the treatment = 1, …, 6

Group: Group number within a session, 1, …, 6

Date: Date of the experimental session YYMMDD_hhmm

Treatment cell:1=Baseline, 2 = Punishment, 3 = Justification, 4= Punishment + Justification

Profit: Earnings from a given round of the experiment

TotalProfit: Hypothetical total profit, not used

Rank= Role= a subject's role within the experiment: 1=recipient, 2 and 3=sender

Give: Amount of points sent in the first stage of the game, 0=recipient, number of points>0 role=sender

TimeJatkaProposerStageOK = time elapsed (in seconds) before the allocation decision (= the remainder of 30 secs allotted for this stage)

receive1= amount points allocated by the sender 1, 0….12

receive2= amount points allocated by the sender 2, 0….12

sent1= amount points received by the recipient from the sender 1, multiplied by 3

sent2= amount points received by the recipient from the sender 2, multiplied by 3

senttotal= Total amount received

totalA= Total amount of points recipient has available for sharing between the 3 players in the group (=senttotal+12)

return1= Points returned to sender 1 by the recipient

return2= Points returned to sender 2 by the recipient

TimeJatkaReceiverStageOK = time elapsed (in seconds) before the decision to return points (= the remainder of 30 secs allotted for this stage)

give_o= points given by the other sender in the group

returned1= Points returned to sender 1 of the group by the recipient

returned2= Points returned to sender 2 of the group by the recipient

returned= points received by the sender

returned_other=points received by the other sender of the group

earningsA= earnings of the sender A in a given round (as reported to the recipient)

earningsB= earnings of the sender B in a given round (as reported to the recipient)

earningsC= earnings of the recipient in a given round (as reported to the senders)

profit_o= profit of the other sender in the group

TimeJatkaEarningsOK = time elapsed (in seconds) while reading earnings report a given round

rec_rec= the total number of points after multiplication received by the recipient

TimeOKEndOK= time elapsed (in seconds) while reading end report a given round

punish=   punishment decision 1…3

punishment_o=punishment decision 1…3 of the other sender in the group

punish1=   penalty points sent by sender1

punish2=   penalty points sent by sender2

punishment1=   penalty points sent by sender1 multiplied by 3

punishment2=   penalty points sent by sender2 multiplied by 3

punishment_total=punishment1+punishment2

rec_min=   punishment_total

TimeJatkaEarningsfinalOK= time elapsed (in seconds) while reading final report of the
       experiment

Subject=   not used

justific_class=   justification classication in the treatment cells 3 and 4

equ=dummy variable, 1=equal share returned, 0=unequal returns

Place=   the number of the computer cubicle in a given session, 1,…,18

After the incentivized experiment (survey questions) variables with scale 0 to 10

Q1GSSTrust= Opinion about trust. Can most people be trusted, (0=can't be too careful,
             10=most can be trusted)

Q2GSSFair= Opinion about others' fairness towards you, (0=most try to take advantage,
             10=most try to be fair)

Q3GSSHelpful=Opinion about others' helpfulness towards each other, (0=people mostly
             think of themselves, 10=people mostly try to be helpful)

How much do you personally trust the institutions listed below. (Scale from 0= no trust, to
10= strong trust toward the institution.)

Q4IT1President=   Trust towards the President

Q4ITParty=   Trust towards Political parties

Q4ITParliament=   Trust towards the Parliament

Q4ITGovernment=   Trust towards the Government

Q4ITPoliticans=   Trust towards Politicans (MPs)

Q4ITEu=   Trust towards the EU

Q4ITJudSystem=   Trust towards Judicial system

Q4ITCivServants=	Trust towards Civil servants
Q4ITEvLutChurch=	Trust towards Evangelical Lutheran Church
Q4ITPolice=	Trust towards the Police
Q4ITUnions=	Trust towards Trade/Labor Unions
Q4ITMedia=	Trust towards Media
Q4ITBanks=	Trust towards Banks
Q4ITCorporations=	Trust towards Corporations
Q4ITUniversities=	Trust towards University/Research Institutes

The following questions concern organizations people may belong to,

a) Are you involved in any way in the following types of organizations? (0= not a member, 1= I am just a member, 2= I am a member and involved in activities)

b) Also indicate if you have donated money to the activities of the organizations. Ordinary membership fees do not count as donations. (0= no donations, 1= yes, I have donated)

Q5M1aPartSport=	Sports club, outdoor club, including hunting and fishing clubs
Q5M1bDonSport=	Donations to Sports club, outdoor club, including hunting and fishing clubs
Q5M2aPartCult=	A cultural or hobby organization
Q5M2bDonCult=	Donations to cult. or hobby org.
Q5M3aNeighAs=	Village or district association
Q5M3bNeighAs=	Donations to village or district association
Q5M4aTradeUn=	Trade union or association
Q5M4bTradeUn=	Donations to unions

Q5M5aHumanitarian= Organization related to humanitarian aid, human rights, minorities or migrants

Q5M5bHumanitarian=Donations to humanitarian aid etc.

Q5M6aEnvironment= An environmental org., a peace organization, or an animal rights organization

Q5M6bEnvironment=	Donations to environmental/peace/animal rights etc. org
Q5M7aReligious=	Religious organization
Q5M7bReligious=	Donations to religious org.

Q5M8aPolitical=	Political party
Q5M8bPolitical=	Donations to political parties
Q5M9aStudent=	Student Association
Q5M9bStudent=	Donations to student associations
Q5M10aOther=	Some other voluntary organization that has not been mentioned.
Q5M10bOther=	Donations to other organizations
Q5M10cOther=	The name of the other organization

Q6MeetingFreq=   How often do you meet friends, relatives or co-workers in your spare time?

(0=Never, 1=Less than once a month, 2=Once a month, 3=Several times a month, 4=Once a week, 5=Several times a week, 6=Once a day, 7 or NA=I can not say)

Q7VolunteeringFreq= How often in the last twelve months have you participated in a voluntary or charitable organization?

(0=I'm not at all, 1=Rarely, 2=At least once every six months, 3=At least once every three months, 4=At least once a month, 5=At least once a week)

Give your opinion to the following statements. Scale from 1 to 5.

(1 = strongly agree, 2 = somewhat agree, 3 = somewhat disagree,

4 = strongly disagree, 5 = I can't say)

Q8AP1Voting=	By voting, ordinary people can influence political decision-making.
Q8AP2Alienation=	Deputies (MPs) are rapidly moving away from the problems of ordinary people.
Q8AP3Opinion=	Politicians do not care about the opinions of ordinary people.
Q8AP4Say=	I have no say in what the country's government and parliament decide.
Q8AP5Party=	Through parties, the opinions of citizens are taken into account in decision-making.
Q8AP6Interest=	Parties are interested only in the voices of the people, not in their opinions.
Q8AP7Complicate=	Sometimes politics seems so complicated that I don't really understand what's going on.
Q8AP8Insignificant=	It does not matter which parties are in the government, the policy pursued will not change.

Q8AP9Campaign=   In the context of their election campaign, parties should clearly state with which other parties they would like to form a government.

Q8AP10MP=   Finnish MPs are qualified in their work.

Q8AP11CitView=   Political decision-makers take the views of citizens into account when making decisions.

Q9LendingFreq=   How often do you lend money to your friends?

(1=More than once a week, 2=About once a week, 3=About once a month, 4=Once a year or less)

Q10PropLendingFreq=How often do you lend your personal belongings/property to your friends?

(1=More than once a week, 2=About once a week, 3=About once a month, 4=Once a year or less)

Q11StrangGene=   Have you ever unexpectedly benefited from the generosity of an unknown person?

(0=never, 1=Not for several years, 2= In the last 1-2 years,

3=In the last six months)

The statements about the person him/herself. Scale from 1 to 5.

(1= totally disagree, 2=disagree, 3=not agree or disagree, 4=agree, 5=totally agree)

Q12E1FrEmo=   My friend's feelings don't affect me much.

Q12E2Sorr=   After being with a friend who feels sad, I usually feel sad too.

Q12E3Happ=   I understand my friend's happiness when he has done well somewhere.

Q12E4Fear=   I feel fear watching a good thriller.

Q12E5Emphatize=   I can easily empathize with other people's feelings.

Q12E6Difficult=   It's hard for me to deduce when my friends are scared.

Q12E7Cry=   I don't get sad when I see other people crying.

Q12E8Feelings=   Other people's feelings don't affect me at all.

Q12E9Down=   If someone is down, it's usually easy for me to understand how he feels.

Q12E10Scared=   I can usually deduce when my friends are scared.

Q12E11TV=   I often get sad when I see sad things on TV or in the movies.

Q12E12Before=   I often understand how people feel even before they tell me.

Q12E13Angry=   Seeing an angry person does not affect my feelings.

Q12E14Cheerful=   I can usually tell if people are in a good mood.

Q12E15Scared=   I am usually scared if I am in the company of scared friends.

Q12E16AngryFriend= I usually quickly realize when my friend is angry.

Q12E17EmoFriend=   I often throw myself into my friend's feelings.

Q12E18Unhappiness= My friend's unhappiness doesn't affect my feelings.

Q12E19FeelingsFriend= I'm not usually aware of my friend's feelings.

Q12E20Trouble=   It's hard for me to deduce when my friends are happy.

Opinion about the statements concerning people in general. Scale from 1 to 7.

1 = strongly disagree, 2 = somewhat disagree, 3 = slightly disagree, 4 = I can't say, 5 = slight agree, 6 = somewhat agree and 7 = strongly agree.

Q13Mach1Incent=   It never makes sense to tell the real motives for your actions unless it's helpful.

Q13Mach2Handl=   The best way to deal with people is to tell them what they want to
         hear.

Q13Mach3Moral=   A person should act only when his actions are certainly morally correct.

Q13Mach4Kind=   Most people are basically good and kind.

Q13Mach5Vicious=   It is safest to assume that all people have bad intentions that come up when the opportunity arises.

Q13Mach6Honesty=   Honesty is the best way to act in all situations.

Q13Mach7Lying=   There is no excuse for lying.

Q13Mach8Cutting=   It's hard to move forward in life without making bends every now and then.

Q13Mach9Humble=   All in all, it is better to be modest and honest than significant and dishonest.

Q13Mach10RealReas=When you ask someone for a service, it is better to tell the real reason

                  for the request than the reason that would surely make the person do it.

Q13Mach11Clean=   Most people who succeed in life live an honest, moral life.

Q13Mach12Trust=   Anyone who blindly trusts someone else begs for trouble.

Q13Mach13Criminal=The biggest difference between criminals and other people is that criminals are stupid enough to get caught.

Q13Mach14Brave=   Most people are brave.

Q13Mach15Flatter=   It makes sense to flatter important people.

Q13Mach16Good=   It is possible that a person is thoroughly good.

Q13Mach17Sucker= It is completely wrong to say that every minute a new bona fide fool is born.

Q13Mach18Forced= In general, people will not work effectively unless they are forced to do so.

Q13Mach19Painless=   People with an incurable disease should be able to die painlessly.

Q13Mach20Father=   Most people more easily forget the death of their father than the loss of

their property.

Q14Religion=   How religious do you consider yourself?

(0= I'm not religious at all, 1= I'm not very religious, 2= Somewhat religious, 3= Very religious, 5= I do not want to say or I cannot say)

Q15RelMem=   Do you belong to any denomination or religious community?

(0= I do not, 1= To the Orthodox Church, 2= To the Roman Catholic Church 3= Evangelical Lutheran Church, 6= To another church or religious community)

Q15Bother=   To what other church?

Q16Voting=   Did you vote in the last parliamentary election in April 2015?

(1=yes, 0= no, 2= I was not entitled to vote)

Q17Party=   If your answer was yes in the previous question, which party did you vote for?

(1= Center party, 2= National Coalition party, 3= The Finns party, 4= SDP, 5= The Greens party, 6= The Left Alliance, 7= Swedish Peoples party, 8= Christian Democrats, 9= other party or candidate, 10= I don't want to tell, 11= I cannot say)

Q18PartyAss= Do you consider to be closer to some party compared to other parties? (0= no, 1=yes   3= I don't want to tell, I cannot say)

Q19PartyAss1= Dummy variable for the Center party (Keskusta), 1= Center, 0=other

Q19PartyAss2= Dummy variable for the National Coalition party (Kokoomus), 1= NC, 0=other

Q19PartyAss3= Dummy variable for the Finns party (Perussuomalaiset), 1= Finns, 0=other

Q19PartyAss4= Dummy variable for the Social Democratic party (SDP), 1= SDP, 0=other

Q19PartyAss5= Dummy variable for the Green party (Vihreät), 1= Greens, 0=other

Q19PartyAss6= Dummy variable for the Left Alliance (Vasemmistoliitto), 1= Left, 0=other

Q19PartyAss7= Dummy variable for the Swedish people's party (RKP), 1= SPP, 0=other

Q19PartyAss8= Dummy variable for party the Christian democrats (Kristillinen puolue),
1= CD, 0=other

Q19PartyAss9= Dummy variable for party other (other small party), 1= small party, 0=other

Q20LRScale=   Left-Right political orientation, 0= far left, 1= far right

Q21Year=   year of birth

Q22Gender=   gender (1= female, 2=male, 3=other, 4=rather not say)

Q23ResType= type of the residence (1=Alone, 2=Together with a partner or spouse, no
children, 3=Together with a partner or spouse and children, 4=Together with
parents or either parent, 5=Together with a roommate or friends)

Q24Major=   major subject of studies

Q25StartYear= When did you start your studies in higher education, starting year

Q26Satisfied1= Satisfaction for the 1st round result.   Scale from 1 to 5. 1=low, 5=high

Q26Satisfied2= Satisfaction for the 2nd round result.

Q26Satisfied3= Satisfaction for the 3rd round result.

Q26Satisfied4= Satisfaction for the 4th round result.

Q26Satisfied5= Satisfaction for the 5th round result.

Q26Satisfied6= Satisfaction for the 6th round result.

Q27Just1=   Justification level for the 1st round result. Scale from 1 to 5. 1=low, 5=high

Q27Just2=   Justification level for the 2nd round result.

Q27Just3=   Justification level the 3rd round result.

Q27Just4=   Justification level the 4th round result.

Q27Just5=   Justification level the 5th round result.

Q27Just6=   Justification level the 6th round result.

reciproc= dummy variable for reciprocal justification, 1=reciprocal, 0=not reciprocal

equality= dummy variable for equality justification, 1= equality, 0=not equality

selfishness= dummy variable for selfishness motivated justification, 1= selfish, 0=not selfish

fairness= dummy variable for fairness motivated justification, 1= fair, 0=no fairness

util= dummy variable for utiliatarian justification, 1= utilitarian, 0=not utilitarian

other= dummy variable for other type of justification